



RISD-MIT-BROWN STEAM

Winter 2015

Body + Internet

EXHIBITION CATALOG



Internet Sensations Wand

/* Internet Sensations: they are often viral, powerful and somewhat Irrational**. What starts as individual expression** becomes capable of influencing the collective attention of all the users—what they will like, do, and care about.

We are fascinated by internet sensations and have created an *alternative way **to experience such digital phenomena. We measure the popularity of Twitter hashtags and transform these **data into haptic feedback, which allows anyone to experience internet sensations as physical sensations.

Rob Learsch [MIT], Ijeoma Azoda [BROWN],
Horatio Han [RISD]

Cat Me If You Can

/* Meow. Meow.

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Ned Burnell [MIT], Esther Jang [MIT],
Matthew Lim [RISD], Bonny Cai [BROWN+RISD]

VOY(EUR)AGE

/* Our blogs are diaries and our instagrams collect embarrassing selfies. We hope for an audience, we doubt we'll get one. We hope a voyeur will initiate a direct relationship. They must reach out to us. With two live feeds, a peep hole hologram and a projection room, webcams capture viewers and feed the content to their voyeurs in the other gallery. By giving both parties the same ability to initiate interaction, what happens when they realize they are the voyeurs of the other?

Gal Koren [MIT], Genevieve Marsh [RISD],
Barron Webster [RISD]

Scribe

/* Using a pocket sized CNC-bot to transcribe hand written text we have made a piece that opens up a platform for a personalized method of communication. Texting is our dominate form of relaying fast instant messages, however it lacks the more intimate qualities of sending traditional, handwritten notes from person to person. It is the personal characteristics of our humanness translated via the internet into physical and personal space which points to the fact that it is and always has been humans in control of the internet.

Wilson Cusack [BROWN], Andy Kriebel [MIT],
Maggie Hazen [RISD]

Treble + Bass

/* Have you left a chat room with your heart aflutter, read a blog post that leaves you in tears, or even gotten visibly angry at online comments? Connection via the internet is more than virtual, and its experience is multitudinous. When participants from Providence (represented by the drums) and Boston (represented by the saxophone) touch the console simultaneously, their shared heartbeats combine to start a unique duet.

Shirlene Liew [MIT], Rana Ozdeslik [BROWN],
Kathy Wu [RISD]

Untitled

/* Attached to a point-sphere, the individual L-systems are designed to respond to the intensity of the sun [body] through data-input from a webcam mapping 360-degrees and proximity sensor. Moments that are receiving more directed sunlight [body is closer] elongate and populate additional branches - moments receiving less decrease in length and complexity.

[Arduino + Python + Grasshopper]

Tony Yang [RISD]

Breath

/* This project is an interactive light installation. Built using Arduino, this light breathes and adapts like living things. By using a temperature sensor, the light senses the change when a viewer touches it or the room temperature rises. The higher the temperature is, the faster it breathes.

Mian Wei

Science Fiction Narrative!

/* In a world where giving up network access seems as absurd as taking a vow of silence, will we still count as human or will we have a different word for it?

Ryan Mather [RISD]

Lifeloggin' Thoughtz

/* Lyfeloggin'thoughtz is a net art piece that documents the artist Amelia Zhang wearing a selfie camera that automatically take pictures of her every 30 seconds. The piece explores the subject of life logging, issues of privacy and image ownership through the format of a teenage tumblr blog.

The aesthetic is characterized by 90s tech nostalgia, for example the use of pixilation, 8 bit, gifs, myspace aesthetic...etc; as well as current post internet aesthetics: pervasive irony, reference to net/app iconography, and 'internet' humor (e.g. memes). This aesthetic is particularly fascinating as it appeals to the first generation of internet natives who grew up playing with Tamagotchis and Microsoft paint.

Amelia Zhang [RISD]

Glitch

/* Voice of Hal from 2001 Space Odyssey, Copper Plate, etching solution, windshield-wiper motor, DC motor, sponge, mdf, arduino components, infrared sensor, aluminium, salt 4x4's, 8ohm speaker, plywood, mdf.

Maggie Hazen [RISD]

J2 Chair

/* The piece deals with the vanity, image curation and the search for intimacy using smartphones. I collected selfies from RISD students and celebrities' social media. This piece is meant for upholstery, but can also be shown hanging on a wall.

Leah Bryson [RISD]

Home Work-outs

/* Professional and amateur exercise videos abound on the internet, dictating how we should use, form, condition, show, and conceive of our bodies. In such videos, exercising instructors address "you" as the exercising subject, encouraging the viewer to become one with the body on the screen. This project explores workout videos as external objects through which an embodied self can be conceived. This series visualizes the discursive theme of bodily fragmentation, drawing from the discourse, aesthetics, and choreography of home made exercise videos

Maia Chao [RISD]

BodyPods

/* Today, it is not uncommon to find ourselves remote from those we care about. Despite the impact of mobile and social technologies on connectedness, recent studies suggest that it could be these very technologies that exacerbate a sense of loneliness. BodyPods is a pair of novel multi-sensory seats for emotionally connecting remotely located people by capturing and sharing their bodyprints as live gestural expressions through the Internet. Each BodyPod consists of a flexible surface with six pressure-sensitive and light-emitting pads that adjusts its shape to the body anatomy. As a person's body moves, limbs exert different pressure on each pad creating a live digital "bodyprint" that is mapped on the pads of other BodyPods through color and light. Findings from a 10 person user study show that bodyprints are distinctive, particularly among small groups of people with different body types. Future directions include tangible gestural interfaces, game controllers, musical interfaces, and medical applications.

Dimitris Papanikolaou [MIT, Media Lab]

One Second on the Ground

/* "As a piece of technology, the clock is a machine that produces uniform seconds, minutes, and hours on an assembly-line pattern. Processed in this uniform way, time is separated from the rhythms of human experience. The mechanical clock, in short, helps to create the image of a numerically quantified and mechanically powered universe. It was in the world of the medieval monasteries, with their need for a rule and for synchronized order to guide communal life, that the clock got started on its modern developments."

---Understanding Media: The Extension of Man:
Marshall McLuhan, Clocks: the Scent of Time

Time might be a grid. The global time zone agreement divides time into 24 pieces, geographically. It connects the virtual concept to a tangible mapping system. How long it is the distance on the land where one second travels? In Providence, it is 345.6m. To experience a spatial second, I constructed a time tank - a device filled with sand one carries on her back for experiencing time as a geographical and gravitic concept. Strapped to my back, I walked 345.6m from west

to east in Providence and as the sand runs out, my body experiences the passage of a second.

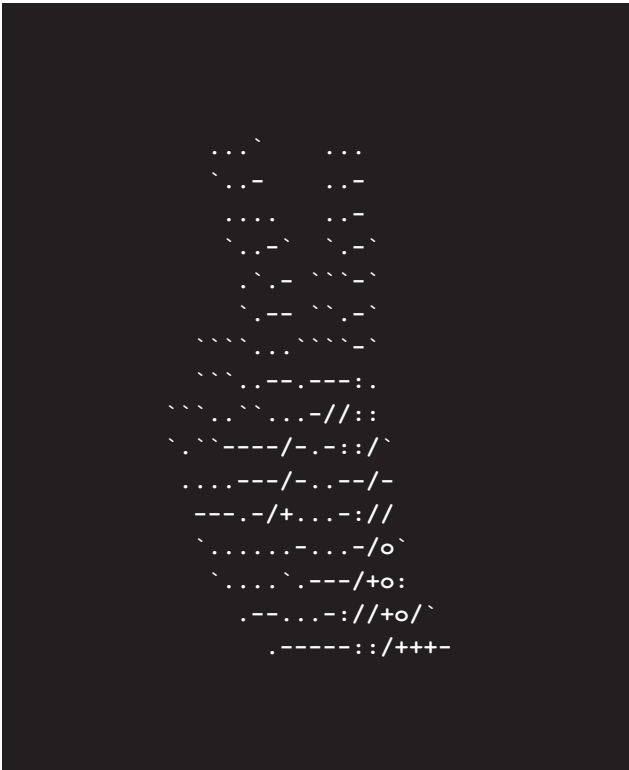
Cynthia Xin Liu [RISD]

Pixelation

/* Pixelation is one unique phenomenon in the digital age, a computer graphic method used to obscure a person's face or for censorship. We are captured digitally everyday and then hided underneath these blur pixels. This simple visual effect is an entry point into our paradoxical cyber anonymous society.

As a research on emotional reactions to news media and technological applications, I isolated pixelation effect from its content, the thing it is covering on. I tried to understand pixelation as a metaphor, a paradox, and the evidence to unveil crimes and thoughtfulness in the digital age.

Cynthia Xin Liu [RISD]



Special Thanks

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RISD EXPOSE

MIT INDUSTRY LABS

// Catalog by Kathy Wu [RISD GD '15]



<http://steamwith.us/>